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Subject: Re: Web Assembly... Compiling U++ code to run in the web browser...

Posted by [mirek](#) on Sun, 25 Jun 2017 05:18:32 GMT

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Klugier wrote on Sun, 26 March 2017 14:03

The current problem now is that WebAssembly doesn't support direct c++ api for events etc. Everything should be done on JS side. But, I see the big potential in the future when the biggest drawbacks will be eliminated.

How is that a problem? It should be possible to wire JS events to C++, similiar to how it is done in WebWorld...

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